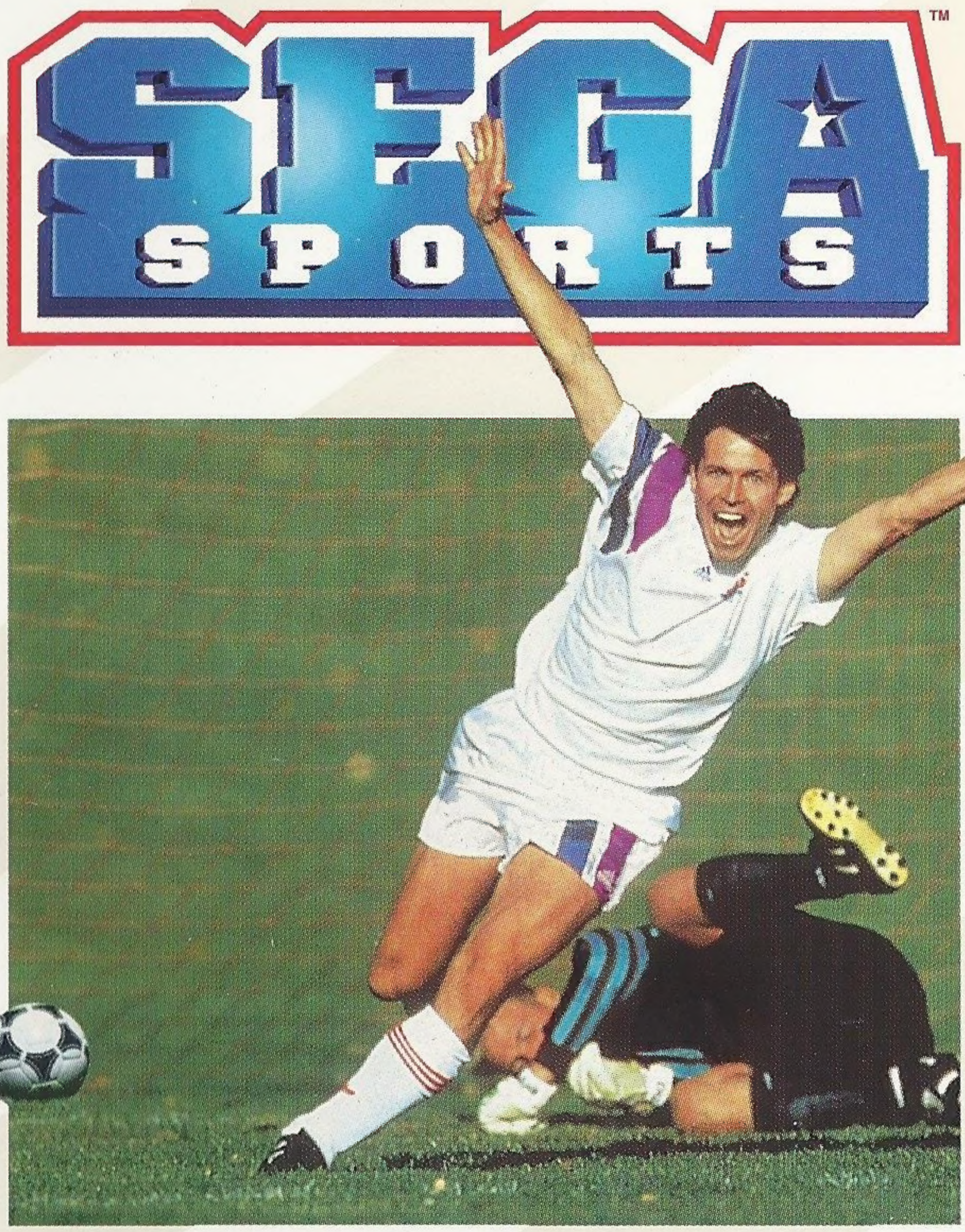
SEGA™

SEGA™ SPORTS



TM

SATURN™

WORLDWIDE SOCCER™

SEGA INTERNATIONAL VICTORY GOAL EDITION

OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS
AGES 6+
TM

81105

WARNINGS

READ BEFORE USING YOUR SEGA SATURN

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphone and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The Sega compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

FOR GAME PLAY HELP, CALL 1-415-591-PLAY

For More Information, Visit Sega's Internet Sites at:

web site:	**http://www.segaoa.com**
ftp site:	**ftp.segaoa.com**
email:	**webmaster@segaoa.com**
CompuServe:	**GO SEGA**

For the latest news on SEGA SATURN, please call 1-800-SEE-SATURN.

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

Starting Up

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.

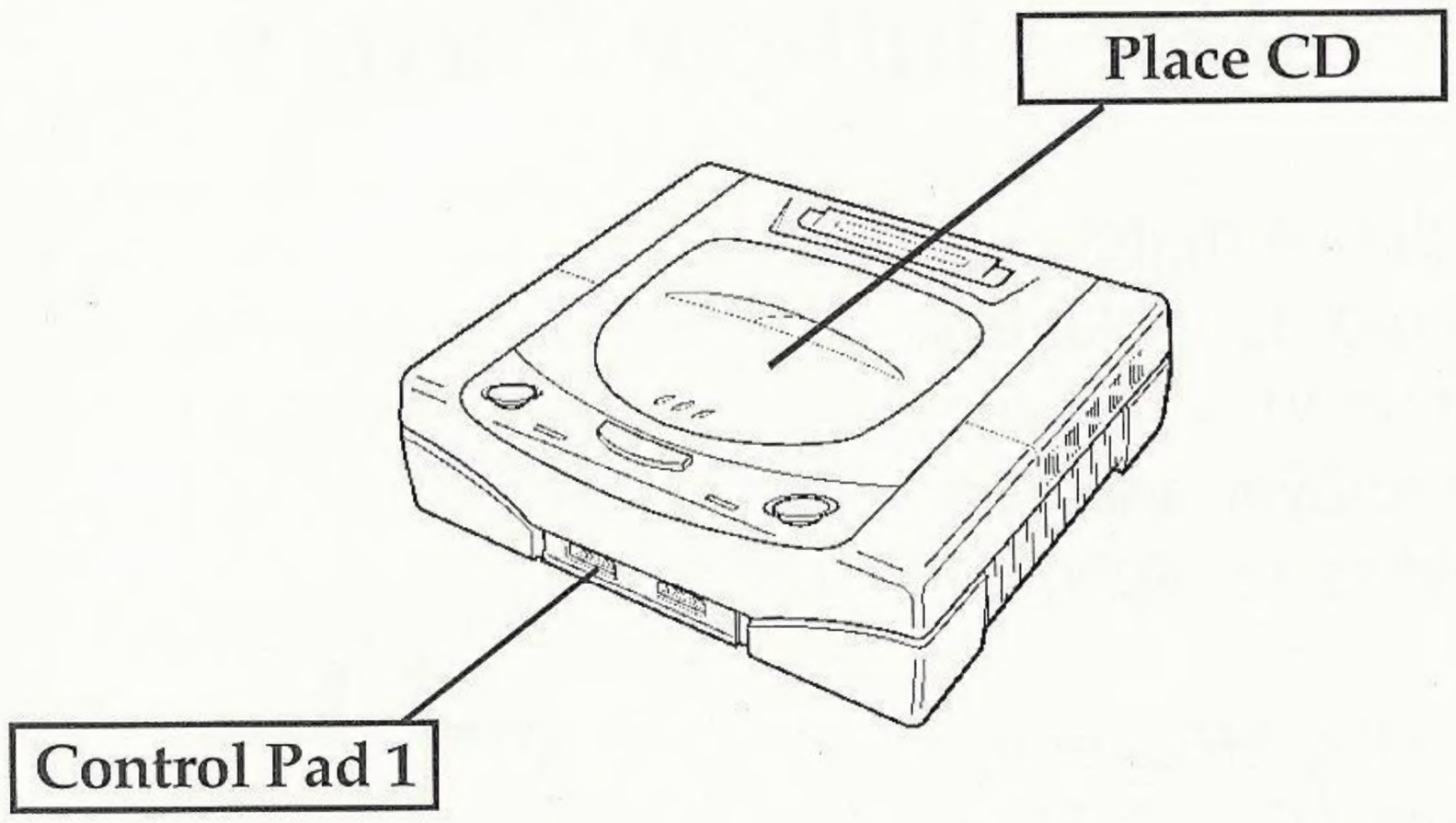
Note: *Worldwide Soccer*™ is for 1 to 4 players (see page 2).

2. Place the *Worldwide Soccer* disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. (If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop a game in progress or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

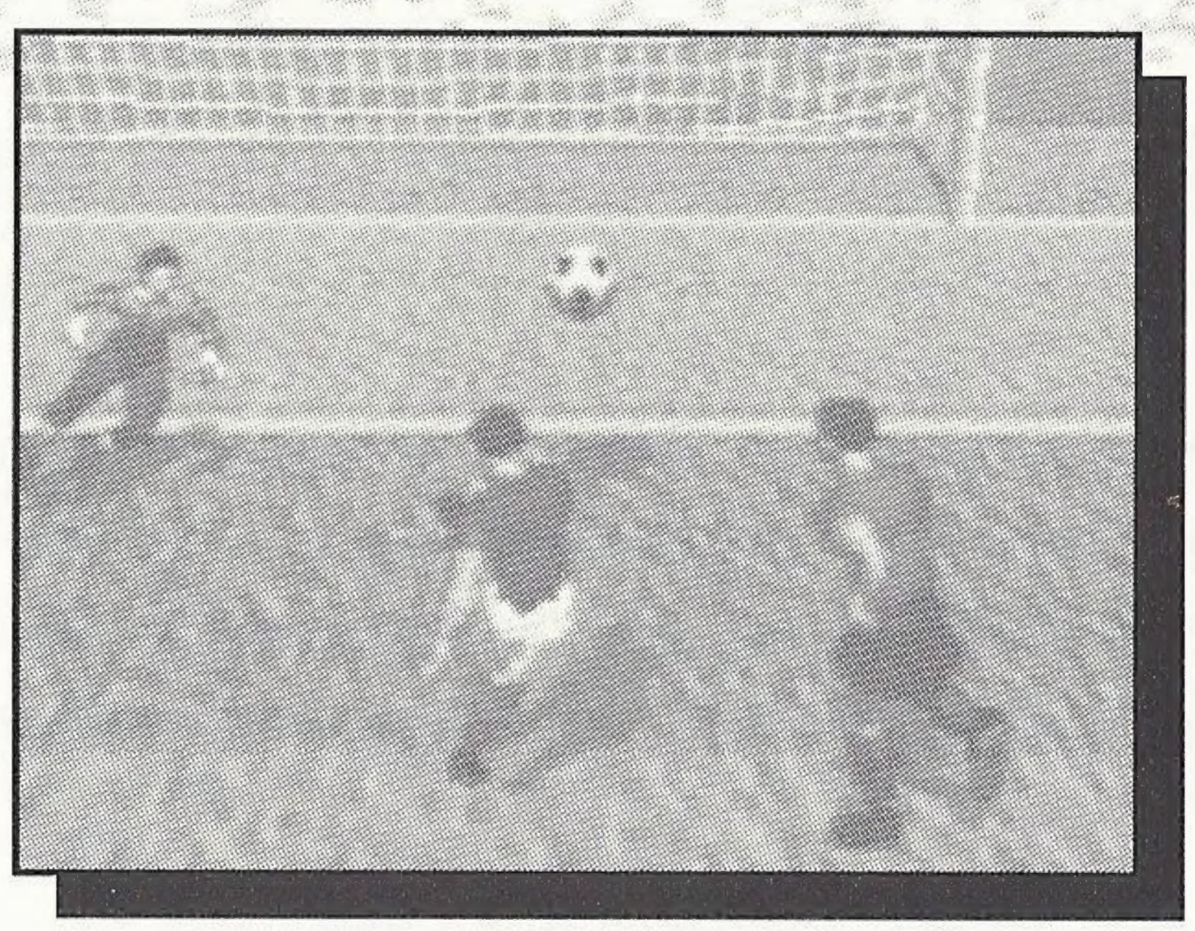


For Game Play Assistance, call 1-415-591-PLAY.

Goal!

The match has been close the whole way, and your decisions are keeping the team in the game. Send in Stetti, keep the play up the right side, bring the middle back up from defense and go on the attack—all have been crucial decisions. The last one you aren't certain about, but your doubt won't last long.

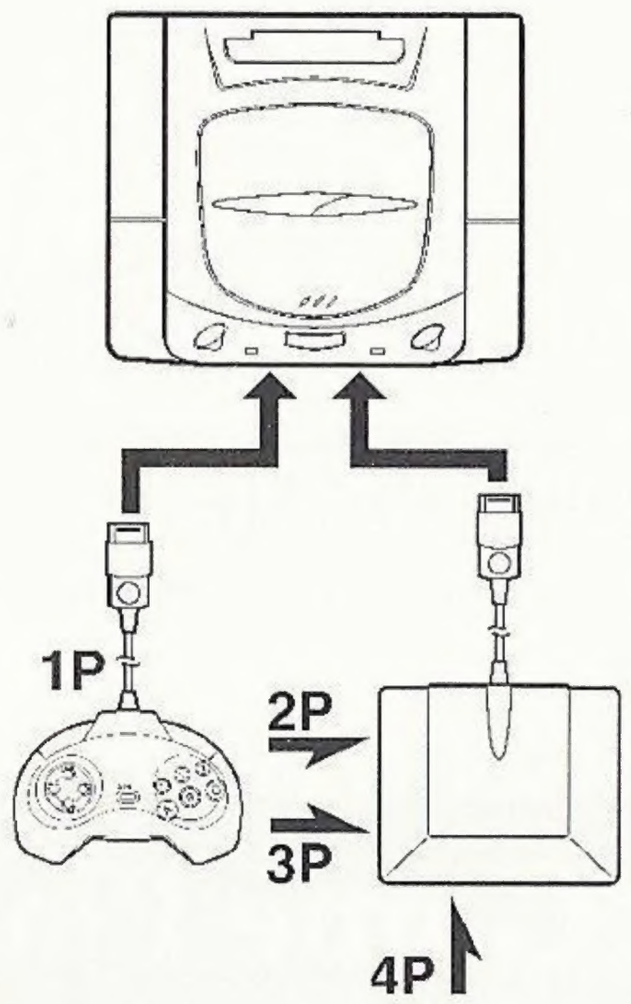
The gamble is paying off! At 2-2 with just seconds in the match, the middle back's pass to Nevale is right on target, and their keeper's caught out of position. Nevale fires the shot! Their left back has no chance. The league championship is yours!



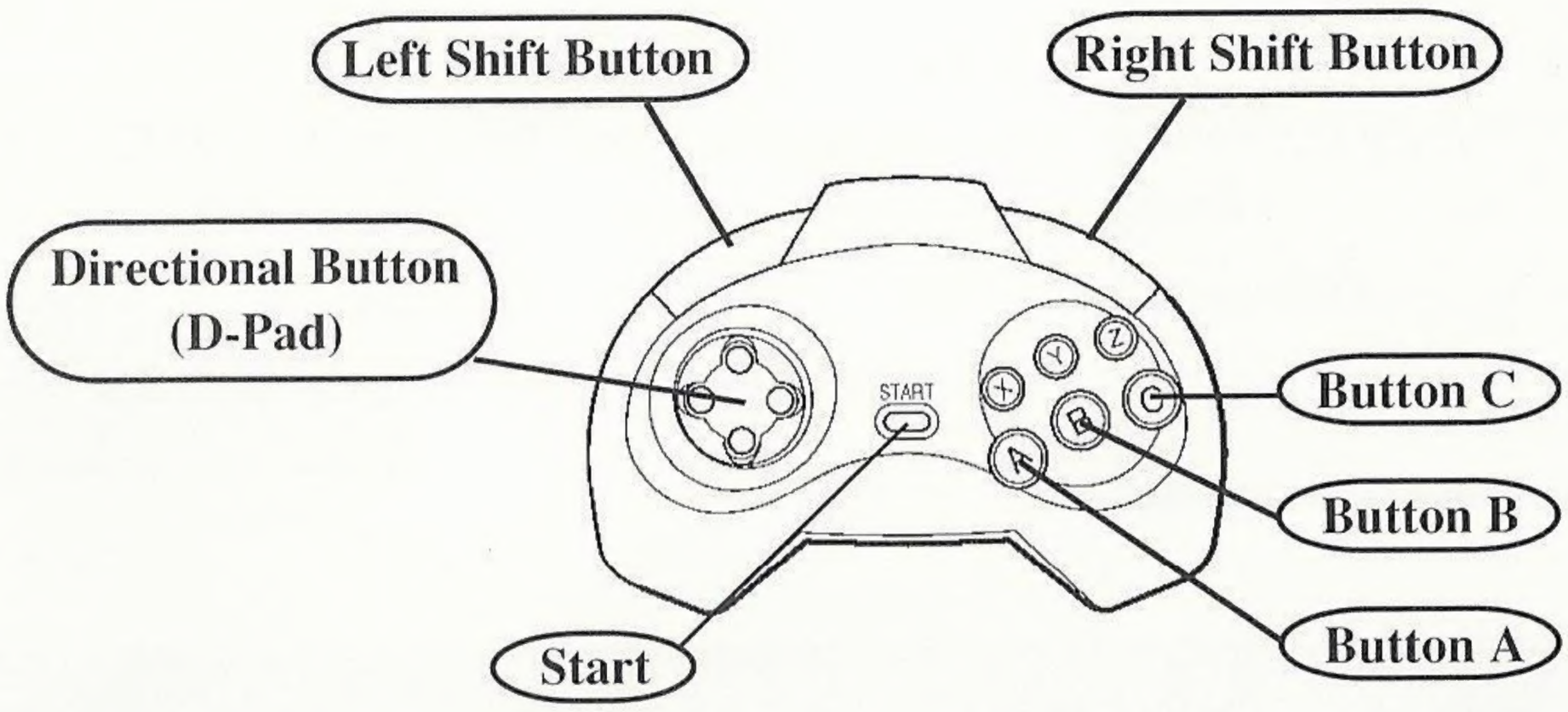
For Multiple Players

To play a match with three or four players, you need a 6Player™ multiplayer adaptor (sold separately).

Plug the 6Player in Control Port 2. Plug Sega Saturn Control Pads into the ports of the adaptor as shown in the illustration. Ports 5 and 6 are not used.



Take Control



Start	•Pauses game/brings up Pause screen (resumes play when paused) •Selects options/exits screens
D-Pad	•Moves highlighted player around screen •Highlights options on select screens •Changes option settings
Button A, C, X or Z ("Select Button")	•Selects options/exits screens
Button B or Y	•Cancels selected options
Button A	•Makes player shoot the ball •Makes player perform a sliding tackle
Button B	•Makes player pass the ball •Makes player perform a shoulder charge
Button C	•Moves Player Marker to another player
Button Z	•Activates Keeper
Left and Right Shift Buttons	•Changes the view of the match by zooming in and out (see *Kickoff!*, page 18).

For information on the Replay feature of this game see *Pause Screen (Dead Ball)*, page 25.

Getting Started

After the Sega Saturn and Sega logos appear, the intro begins. Press Start at any time to bring up the Title screen.

Press Start to bring up the Mode Select screen.

Mode Select

Which will you try first? Select one of five game modes or the Options screen. Press the D-Pad UP or DOWN to highlight an option, then press the Select Button or Start.

Exhibition (page 7) Take on either computer or friends in this one-game-wins-all battle! Up to four can play.

World League (page 12) Enter any of the world's best teams and play all other teams in a season of 22 or 44 games. For one player.

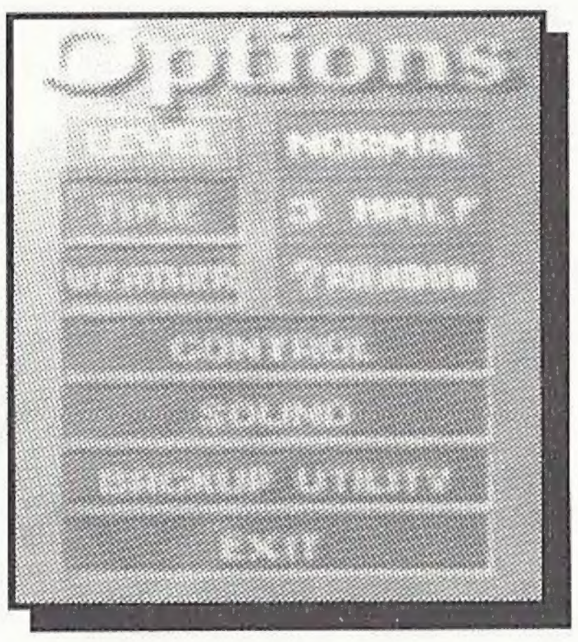
S-League (page 15) Play the world's best teams in this 11-game season. For one player.

Cup (page 15) Play your way to the championship in any of three tournaments. One to four can play.

Penalty Shoot Out (page 17) Perfect your penalty kicks. This is a mode for one to four players.

Options Screen (page 5) Change game features.

Options Screen



Change game features in the Options screen if you like before beginning play in any of the game modes. Press the D-Pad LEFT or RIGHT to change the setting.

LEVEL This sets the strength of your computer opponent. Select from EASY, NORMAL, HARD and HARDEST.

TIME Set the length of the game. Choose from 3 HALF, 6 HALF and 15 HALF. The number represents how many minutes are played in a half for your game.

WEATHER What type of weather conditions do you want to play in? Select RANDOM, FINE or RAIN.

Highlight options listed below and on the next pageand select with the Select Button.

CONTROL Change the button functions used during game play.

Press the D-Pad LEFT or RIGHT on the Control Pad screen to highlight which player's Control Pad functions you want to change.

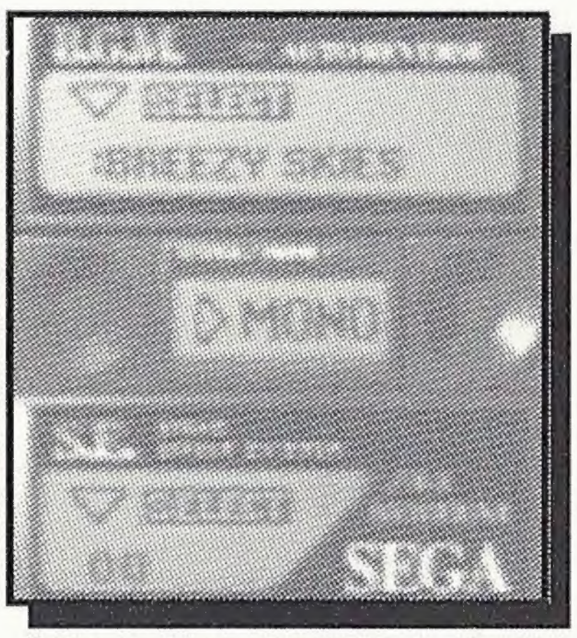
Select the desired pad configuration by pressing the D-Pad UP or DOWN to select TYPE 1, TYPE 2 or TYPE 3. Use the chart below to help you. Refer to *Kickoff!*, pages 20-22, which gives a description of button functions used during game play.

	TYPE 1	TYPE 2	TYPE 3
Button A	Shot Sliding Tackle	Shot Sliding Tackle	Shot Sliding Tackle
Button B	Pass Shoulder Charge	Pass Shoulder Charge	Pass ShoulderCharge
Button C	Centering	Lob	Chip Kick

Button X	Marker Change	Marker Change	Marker Change
Button Y	Not Used	Not Used	Pass
Button Z	Centering Keeper Marker Change	Centering Keeper Marker Change	Lob Keeper Marker Change

Press Button B or Y or Start when finished to return to the Mode Select screen.

SOUND



Listen to the game's background music or sound effects, or change the STEREO/MONO feature of the game. Press the D-Pad UP or DOWN to highlight a feature, then LEFT or RIGHT to select.

B.G.M. Listen to one of the background music selections of this game. Press the Select Button to play a track, and Button B or Y or Start to stop.

SPEAKERS Select either STEREO or MONO.

S.E. Play a game sound effect by pressing the Select Button.

When finished, press Button B or Y or Start to return to the Mode Select screen.

BACKUP UTILITY When you select this feature, you can access game data stored on the internal RAM of the Sega Saturn. Refer to your *Sega Saturn Instruction Manual* for instructions on accessing your game data.

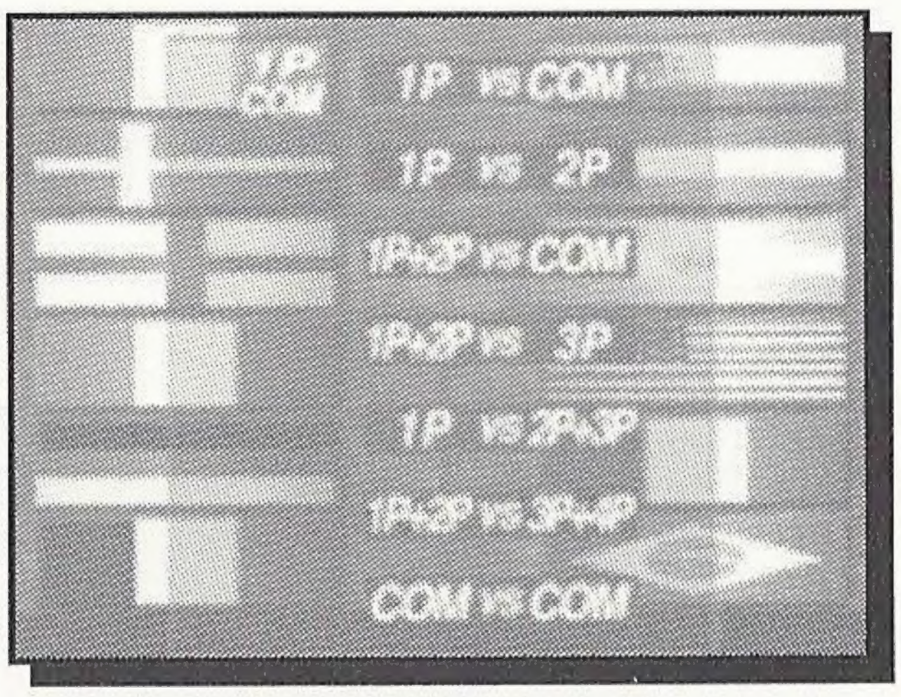
EXIT Press any button when EXIT is highlighted to return to the Mode Select screen.

Exhibition

Take on either computer or friend(s) in a one-game battle. Show 'em who rules the soccer field!

Set-Up Select Screen

Seven different set-ups are available:



1 Player vs. Computer
1 Player vs. 2 Player*
1 Player & 2 Player vs. Computer*
1 Player & 2 Player vs. 3 Player**
1 Player vs. 2 Player & 3 Player**
1 Player & 2 Player vs. 3 Player & 4 Player**
Computer vs. Computer#

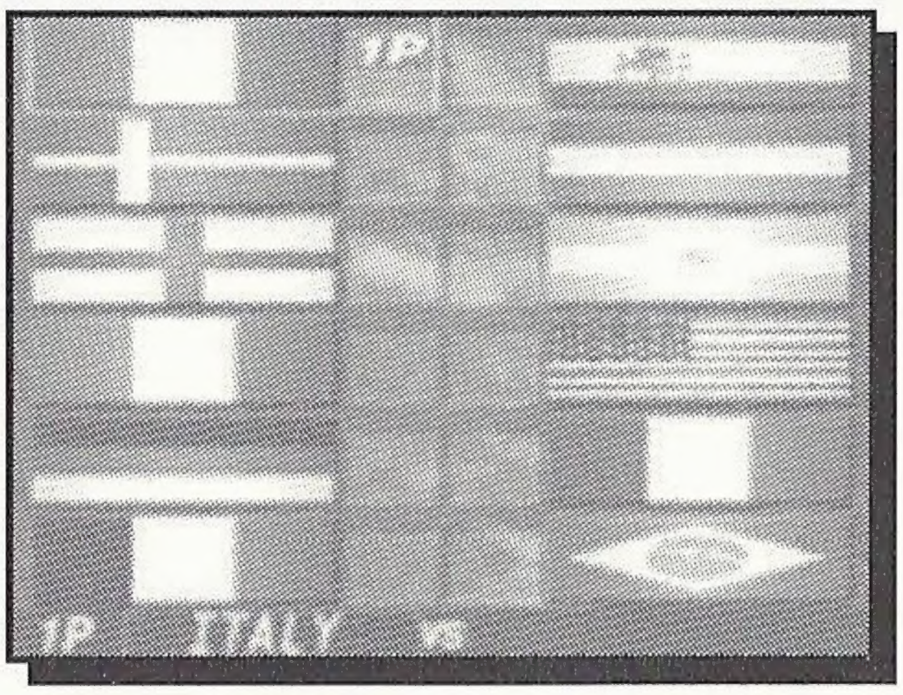
* Plug in a Sega Saturn Control Pad into Port 1 and Port 2 (or plug in Sega Saturn Control Pads when using the 6Player Multiplayer Adaptor as shown on page 2).

** Indicates 6Player Multiplayer Adaptor is required to play (see page 2).

Watching set-up only.

Press the Select Button or Start to select the game type. Press Button B or Y to exit this mode and return to the Mode Select screen.

Team Select Screen



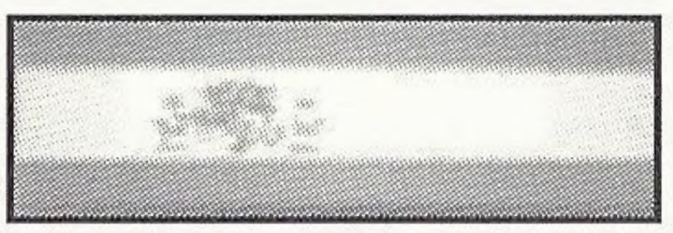
Now it's time to choose the team that will lead you to victory. Press the D-Pad LEFT, RIGHT, UP or DOWN to highlight the desired team, and press Start or the Select Button to select. Cancel your selection by pressing Button B or Y.

For multi-player games of three or more, the player displayed to the left in the highlight box selects the teams. If you are playing the computer, select the computer's team. Press Start after you finish choosing teams.

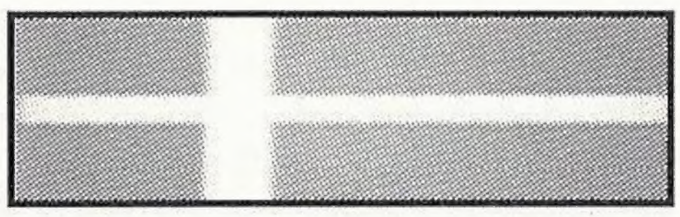
The following are the teams which you can choose in this game:

Italy

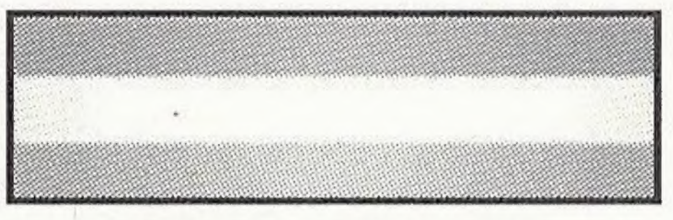
Spain



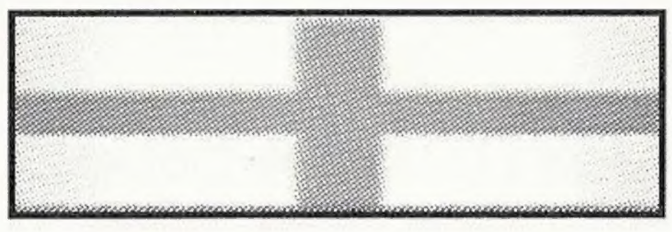
Denmark



Netherlands



England

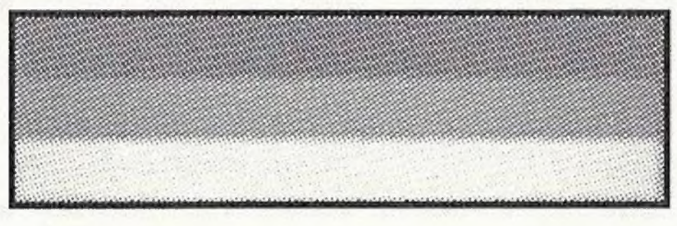


Argentina

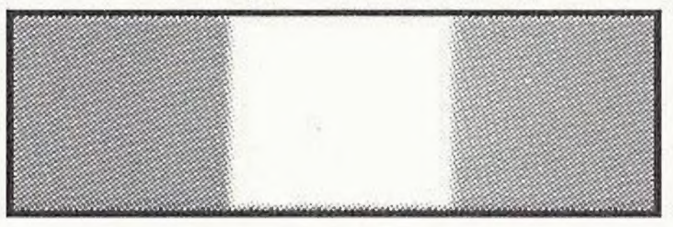
France

U.S.A.

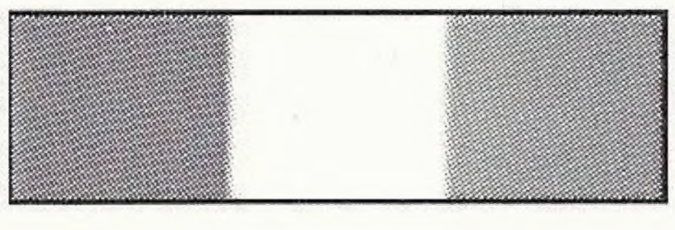
Germany



Romania

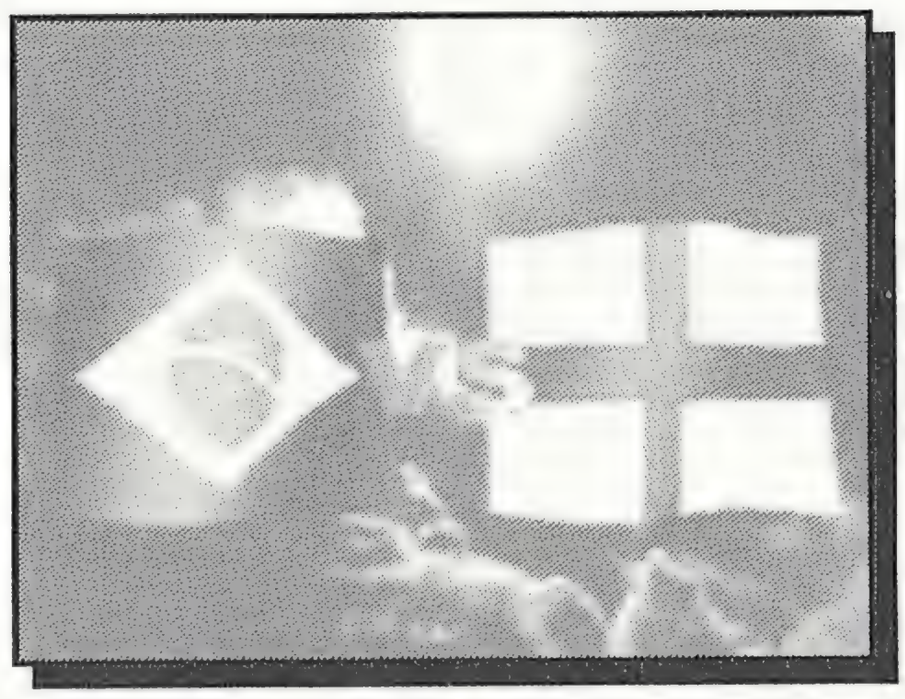


Belgium



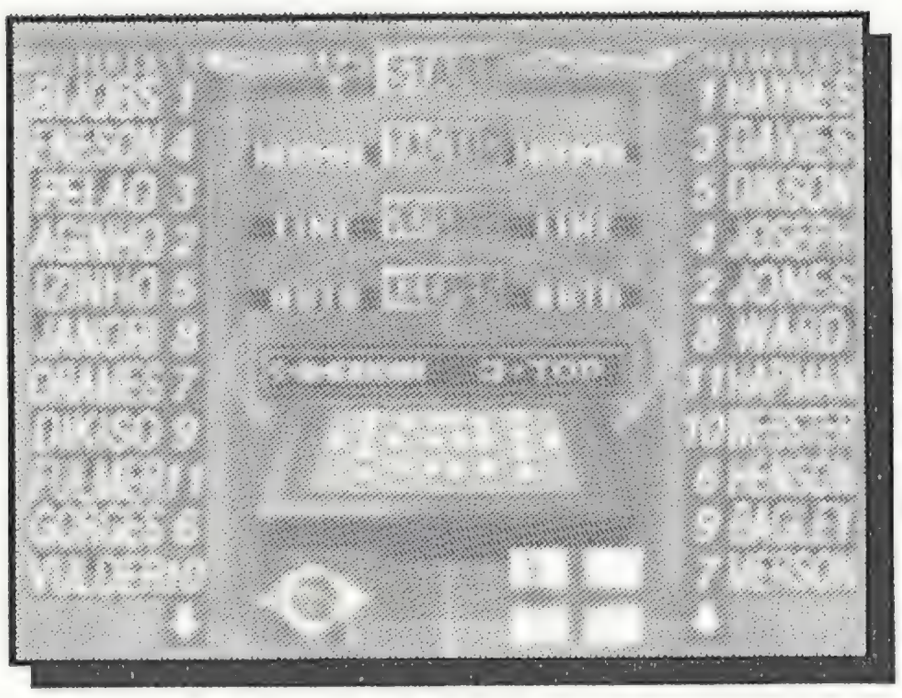
Brazil

VS. Screen



This screen displays the flags of the teams ready to begin battle. Press the D-Pad LEFT or RIGHT to choose which team is the home team. Press the Select Button or Start to go to the Strategy screen. If you would like to cancel your selections, press Button B or Y, and select the set up and teams again.

Strategy Screen



As coach, you must make strategic decisions which affect your team's performance. Experiment to see which settings work best for you.

There are two sections to this screen: Strategy and Player Roster. For multi-player games of three or more, the player displayed to the left in the highlight box makes changes to team strategy.

Strategy

Select NORMAL, OFFENSE, DEFENSE or COUNTER.

NORMAL — Team strength is equally distributed between offense and defense.

OFFENSE — Your team performs better on offense than on defense.

DEFENSE — Your defensive players are more skilled than the offensive players.

COUNTER — Team emphasis is on it's ability to stop an opponent and take an initial strong offensive.

Choose either LINE or SWEEPER.

LINE — The middle of your defense lines up parallel to the goal (for broader protection).

SWEEPER — The middle of your defense lines up perpendicular to the goal (for greater protection in the middle).

Select AUTO or MANUAL.

AUTO — The computer controls your keeper.

MANUAL — You control your keeper.

Note: For more information about the keeper, see *Keeper*, page 22.

FIELD POSITION — Select one of six field positions available.

Press the D-Pad UP or DOWN to highlight an option, and press LEFT or RIGHT to change a setting. You can also change a setting by pressing the Select Button continuously until the desired setting appears. Experiment with different field positions to discover which ones work best for you.

2-Back — A very aggressive style of play, as the midfield is moved toward the front of your team field position.

2-Top — Your offense is spread out to allow for play up the sidelines. Defensive concentration is strong.

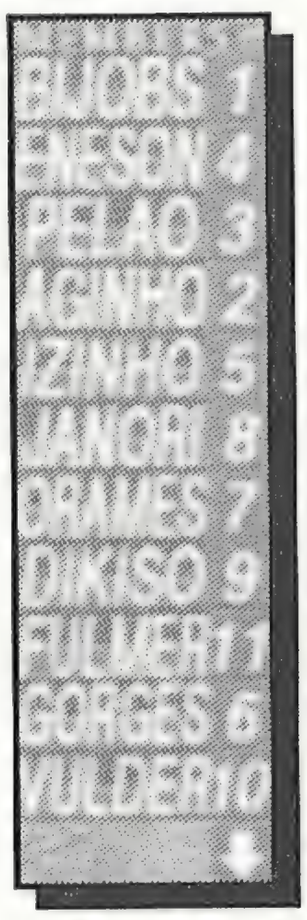
3-Top — The defense here is similar to 2-Top, but the offense is concentrated in the middle to allow for attacking up the middle.

B-Leaguer — Emphasis in this strategy is on the midfield. Your forward line is brought back, and distance between players is close.

S-American This style is very similar to 3-Top. Your center halfback is placed a little further back in this style.

3-Back Emphasis in this style is on the sidelines. The defense is not as concentrated as in some of the other styles, but is stronger than in 2-Back.

Member Roster



Change players if a player is injured or if you feel a different player will do better than one of the starters. Move the highlighter when it is on any of the Strategy options until it rests under the Player Header by pressing Start or the D-Pad UP or DOWN. Then press the D-Pad once LEFT. You have accessed the Member Roster.

Your team's starting line-up is listed. To select one of these players, press the D-Pad UP or DOWN, and then press the Select Button. Hold the D-Pad DOWN until your reserves are listed (players #12-#16). Select one of these players in the manner described above. The players are switched.

Note: Player #1 is the keeper. You can switch him for the reserve keeper (Player #16).

Important: You can switch the positions of the starters as many times as desired during game play, but you can switch starters with reserve players only twice during the game. In addition, the keeper can be replaced just once during the game. Before the match begins, change the starting line-up positions as many times as you desire.

You can also use this list to view any Yellow Cards or Red Cards your players have received.

Press Start twice at any time to exit the Strategy screen. The game begins! For information on game screens and how to play the game, see pages 18-25.

Want to Play Again?

After the game is over, the final score appears. Press Start or the Select Button to bring up the Play Again window. Press the D-Pad UP or DOWN to highlight YES, CHANGE TEAMS or NO. Press Start or the Select Button to select.

YES	A rematch of the teams which just played.
CHANGE TEAMS	Brings up the Team Select screen.
NO	Brings up the Title screen.

World League

Select the World League mode and play a whole season of matches! Play at home and take your team on the road against all the other teams in the league.

In the 22-game season, win more than any other team and you're the champ!

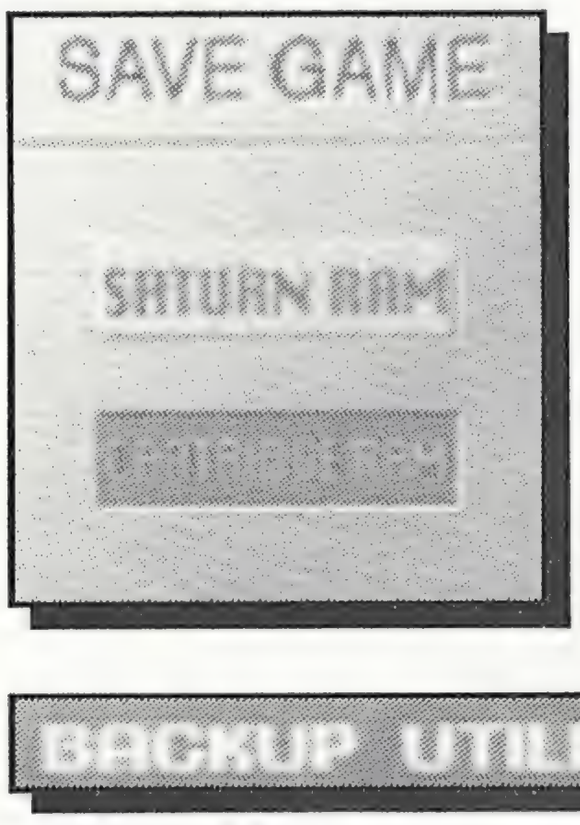
If you choose the longer season, you play two stages of 22-games each. Finish first in one stage and you play the winner of the other for the title of "Grand Champion."

Note: If the same team finishes first both times, the runners-up in both seasons play each other for the right to play against the first-place team.

Choose the season length by pressing the D-Pad UP or DOWN and press the Select Button or Start. Press Button B or Y to cancel and return to the Mode Select screen.

You can either play in a season you have previously saved or start a new season. Highlight your choice by pressing the D-Pad UP or DOWN and press the Select Button or Start to select.

New Season



When you start a new season, you can save the game to the Sega Saturn internal RAM or the Sega Saturn Backup™ cartridge (sold separately). Highlight the place to store your game by pressing the D-Pad UP or DOWN and press the Select Button or Start.

When you save a season to internal RAM or the Sega Saturn Backup cartridge, a previously saved season of the same length is erased. Be sure you do not want that season before saving the new one. Access the *Backup Utility* option on the *Options screen* (see page 6) to check which games you have previously saved on internal RAM. For more information on the Backup Cartridge, refer to the *Sega Saturn Backup™ Instruction Manual.*

Important: If you are saving to the *Sega Saturn Backup* cartridge, it must be inserted in the Saturn Cartridge Slot before the Sega is turned ON. Failure to do so may result in damage to your Sega Saturn, the Backup Cartridge, or both.

Follow the instructions for the Team Select, VS., and Strategy screens as in the Exhibition Mode. You do not select the computer-controlled team, nor which team is the home team and which is the away team for league matches.

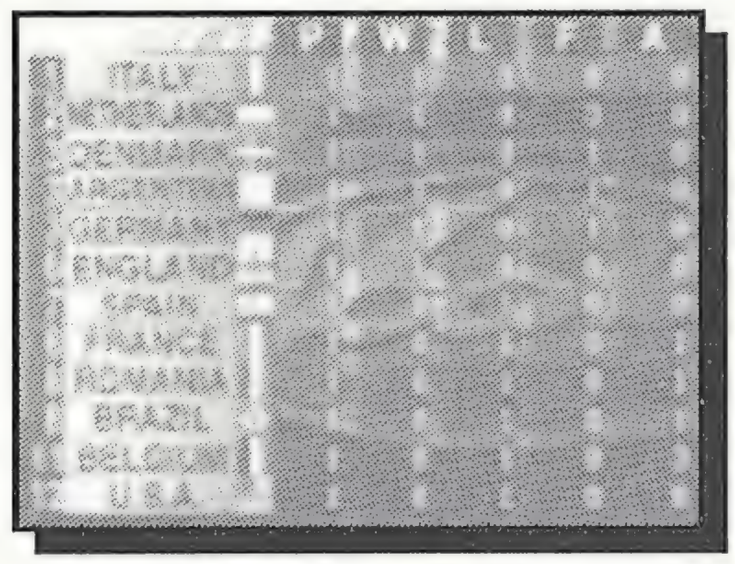
Saved Season

Select a saved season from the location it is stored in (either the internal RAM or the Sega Saturn Backup cartridge RAM).

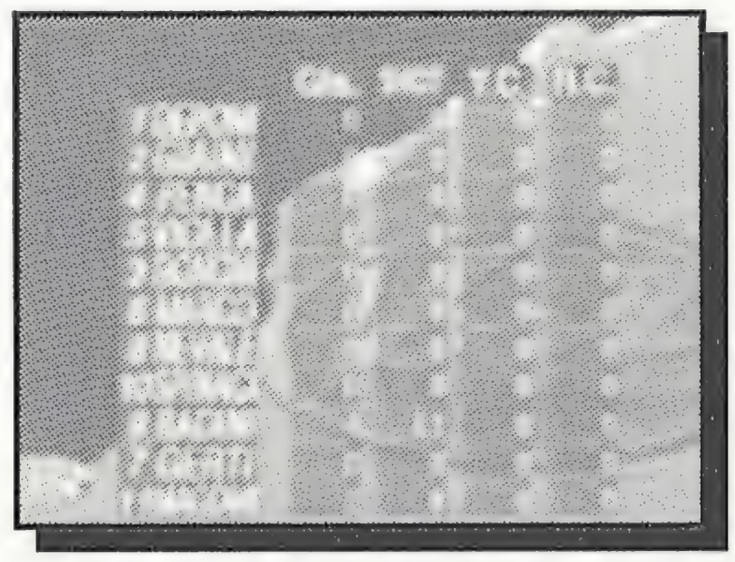
After you select a saved season, the Season Ranking screen appears.

Team Stats

The Team Stats screen shows each team's rank and team Win/Loss statistics. Press the D-Pad LEFT or RIGHT to review the statistics.



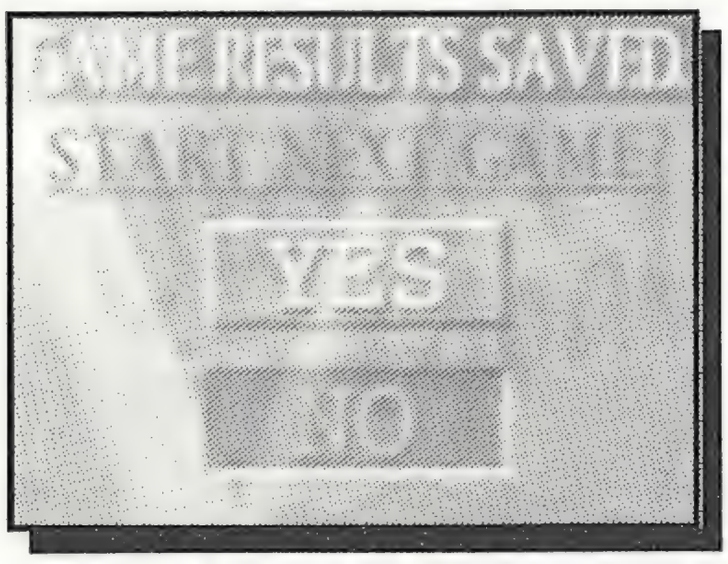
To review a team's player statistics, press the D-Pad UP or DOWN to highlight a team. Press the Select Button.



Press the D-Pad UP or DOWN to review individual statistics. When finished, return to the Season Ranking screen by pressing Button B or Y.

Press Start on the Season Ranking screen to bring up the VS. screen. Access the VS. screen and the Strategy screen as in Exhibition mode.

When the Match is Over



After a match ends, you can play another match by pressing Start or the Select Button on the Ranking screen. The Continue screen appears. Highlight YES to play the next match, or NO to bring up the Title screen.

Note: For information on game screens and how to play the game, see pages 18-25.

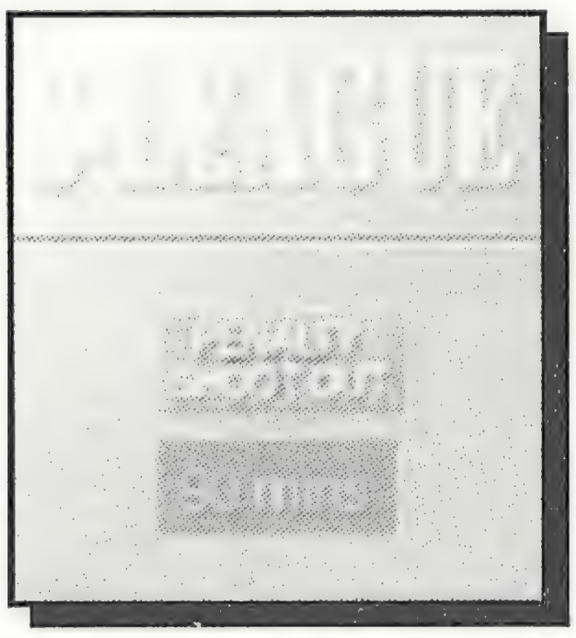
S-League

Play to be the season champ. Here you play all the teams in the league once for a total of 11 matches.

As in World League mode, you can start a new season or play a saved season (see page 13). The championship is given to the team that has the most number of points at the end: 3 points are given for a win, 1 for a tie, and 0 for a loss.

Select RAM as you would in World League mode (see *New Season*, page 13).

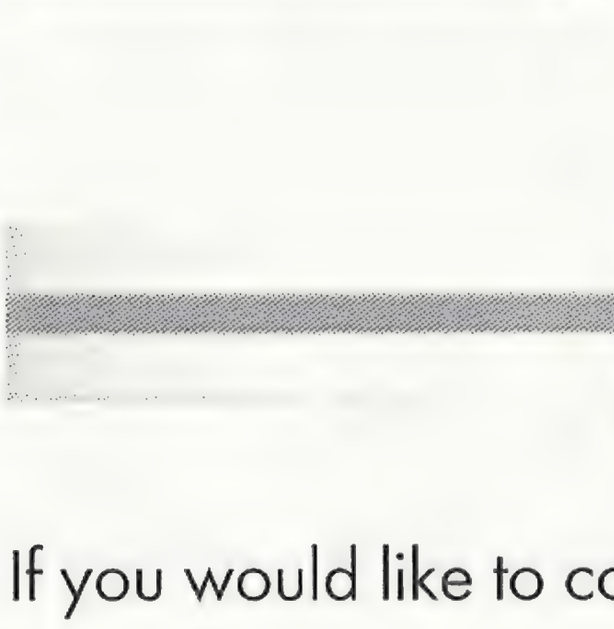
Make selections on the Team Select, VS., and Strategy screens as you would in the Exhibition mode (see pages 7-11), and selections for the Team Stats screen as you would in the World League mode (see *Team Stats*, page 13). You do not select the computer-controlled team, nor which team is the home team and which is the away team.



Note: Unlike in other modes, in S-League you choose whether you want the match to end as a draw should you be tied with your opponent at the end of regulation play, or to be decided by overtime (and penalty kicks if the match is still tied after that).

Cup

If you would like to compete in a tournament, this is the mode for you. Take the team of your choice to the finals and win the tournament!

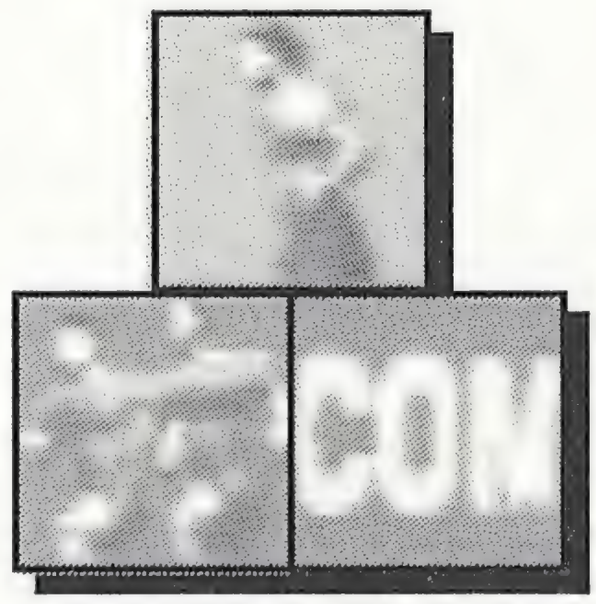


Choose BRONZE, SILVER, or GOLD. Press the D-Pad UP or DOWN to highlight, and the Select Button to choose the tournament type.

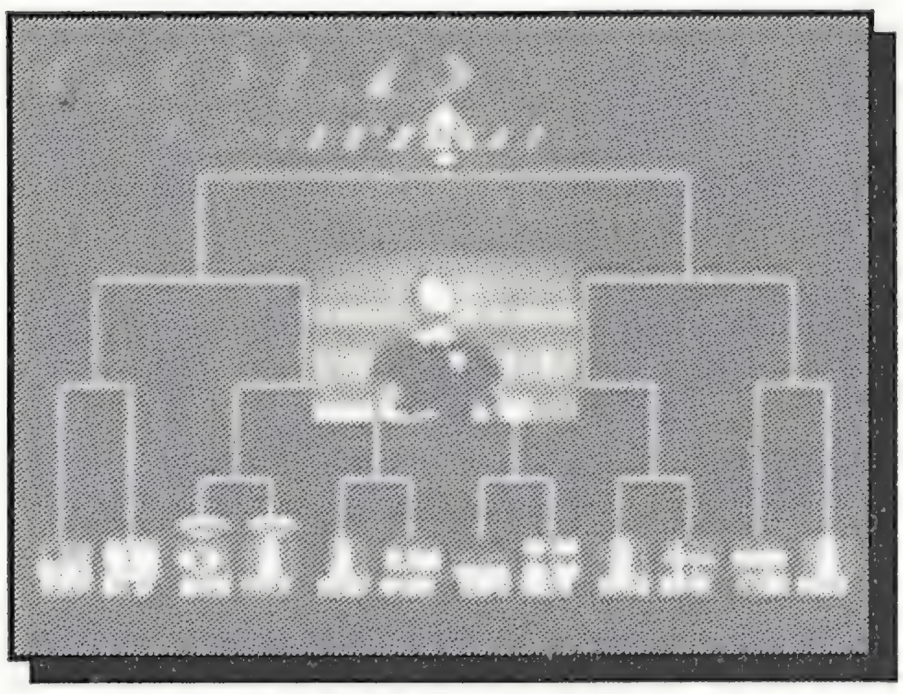
BRONZE	4 teams compete for the cup.
SILVER	8 teams compete for the cup.
GOLD	12 teams compete for the cup.

The Team Select screen is next. Select a team as you would in the Exhibition mode (see page 8).

Determine if the team is to be controlled by one player, two players, or computer by pressing the Select Button repeatedly until the desired icon appears. Press Start after all the teams have been selected.

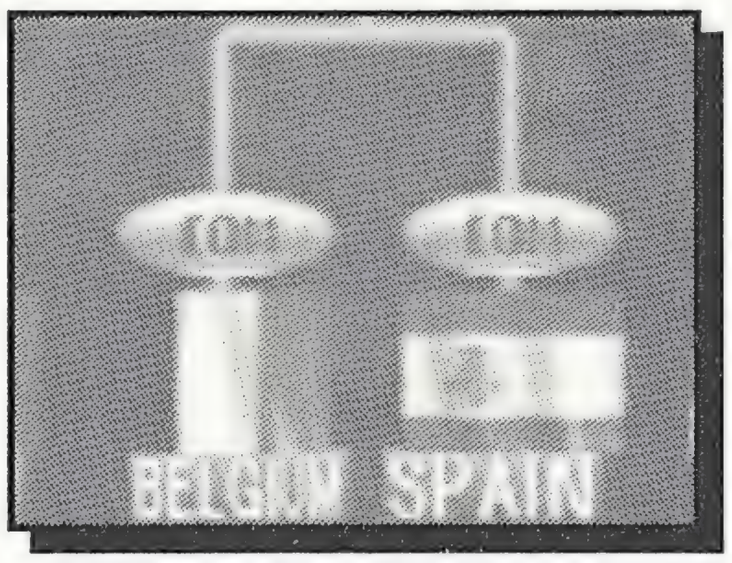


The computer randomly places the selected teams on the Tournament screen. Press the Select Button. If a player-controlled match is the first to be played, the VS. screen appears.



If not, then the result of a COM vs. COM match is posted. Press the Select Button to post the score of each match in the tournament. Press Button B or Y once to view the tournament chart as a whole...

... and again to get a close-up of the two teams about to play.



After the VS. screen, the Strategy screen appears. For details on how to use these screens, see pages 9-11.

Penalty Shoot Out

Practice your penalty kicks to win those games that go the distance. In Penalty Shoot Out, you'll have plenty of chances to perfect your kicks. Kick 'em past the keeper and into the corner for a score!

Each team has five shots. The team who scores the most wins. Teams take turns making shots.

If the score is tied after five shots, extra rounds of one shot are added until one team scores and the other doesn't.

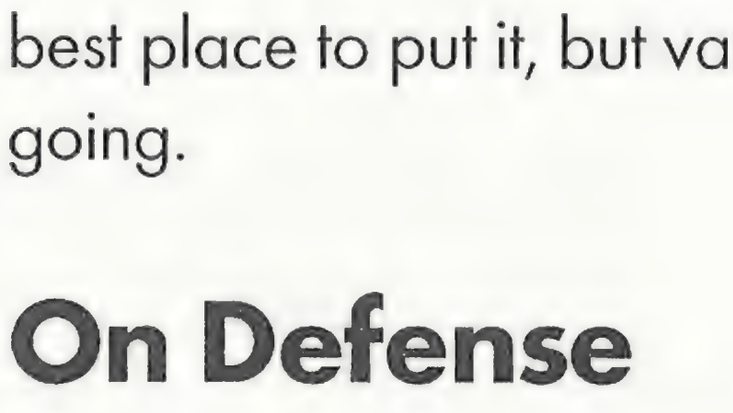
On Offense

The goal looks pretty big from this distance, but a good keeper can cover much of the net. Go for the corners and blast the ball by him.

Hold the D-Pad in any direction to direct your shot and press Button A or B. Button A is for a hard kick, and Button B is for a soft, slower one. Corners are the best place to put it, but vary your shots so your opponent can't predict where it's going.

On Defense

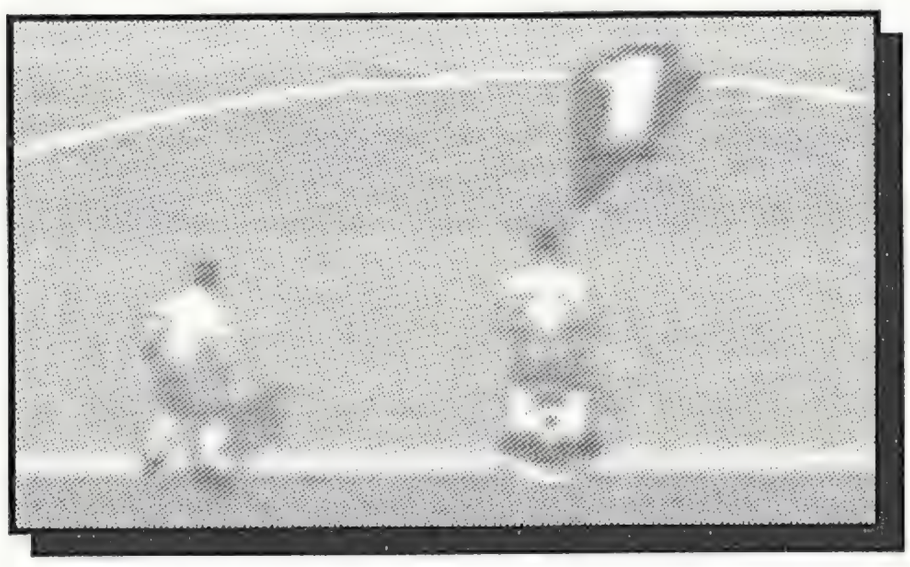
Let's face it—stopping a penalty kick is not easy. But with some practice, you'll be able to make some saves to rob your opponent of the win.



Holding the D-Pad in any direction to guide your jump while pressing Button A or B gives your keeper a smooth jump. Go for the block any time after the shooter begins his run to the ball. If the keeper makes contact with the ball, it's knocked safely away. Excellent job!

After a shootout, the Play Again window appears (see page 12).

Kickoff!



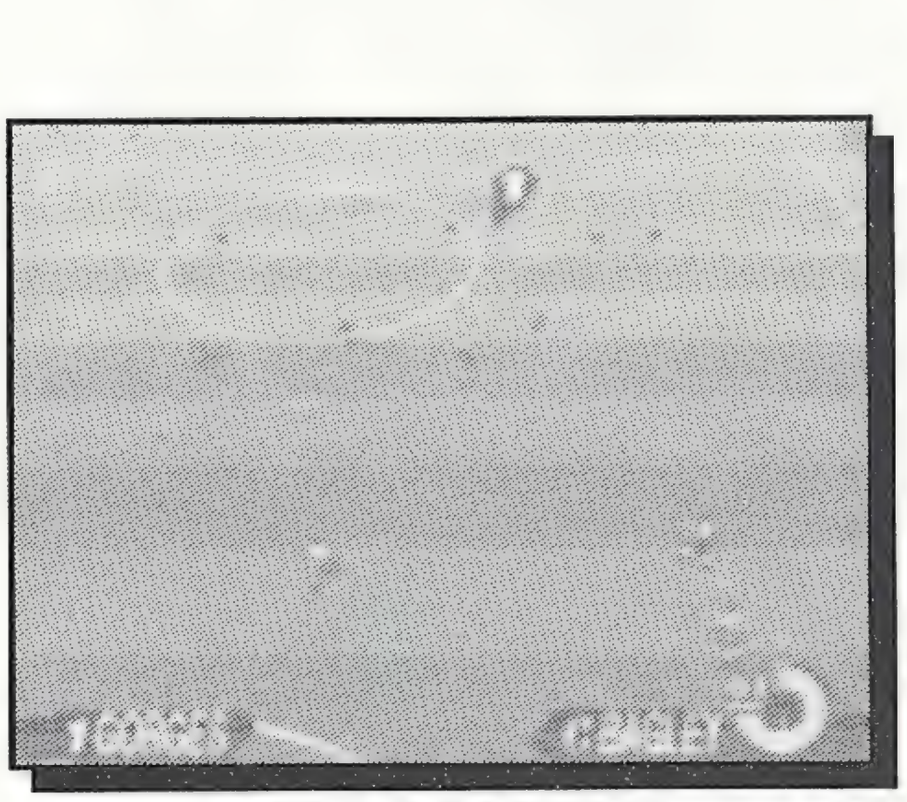
Now that you've selected the mode, it's time to score some goals. If the computer is the home team, it automatically kicks off. If a player-controlled team is the home team, press Button B to get the ball rolling.

Press the D-Pad in the desired direction during game play to move the highlighted player. Press Start at any time to bring up one of the pause screens to change game features (see pages 24-25).

You can also change the view of the game at any time.

Get close up and right in the middle of the action by pressing the Left Shift Button...

...return to the default view by pressing the Right Shift Button...



...and press again to get a bird's-eye view of the game.

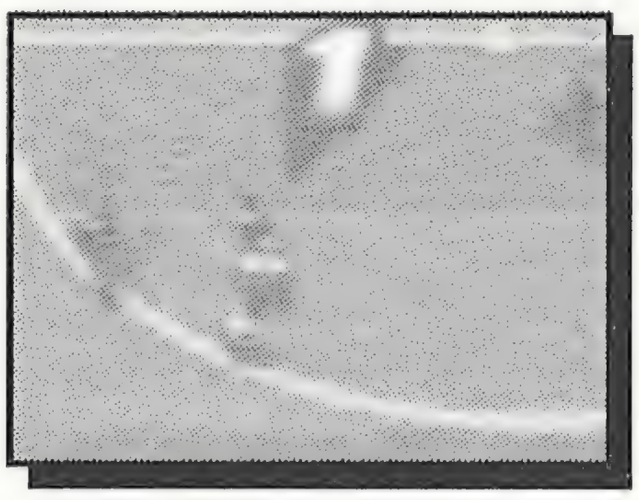
The other buttons during game play have specific functions. For a list, see *Take Control*, page 3, and for details about game moves, see pages 20-22.

Each match is divided into two halves. At the end of the game, if the game is tied, a period of overtime is played. If the game is still tied after the overtime period is finished, a penalty shoot out is played (see page 17 on how to play a penalty shootout).

Note: The option of having the game end as a draw should the teams be tied at the end of regulation play can be chosen in S-League (see page15).

Markers

Player Marker



The player you are currently controlling on your team is highlighted by the Player Marker. You can change the marker to another player if you are on defense, or when playing on the same team with another player but are not controlling the ball. Press Button C to change to another player.

When an unmarked player gains control of the ball, the Player Marker automatically switches to that player. You now have control of that player.

Keeper Marker

On defense press Button Z to gain control of the keeper (when MANUAL is chosen for the KEEPER option on the Strategy screen. Otherwise, pressing this button has no effect).

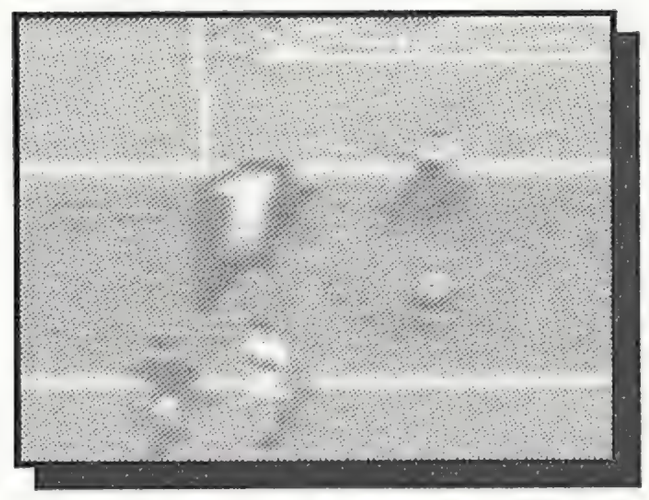
Offense

Pass, Shoot, and Score!

On offense, you have a variety of kicks to use in your attempt to reach your opponent's goal and fire the ball into the net.

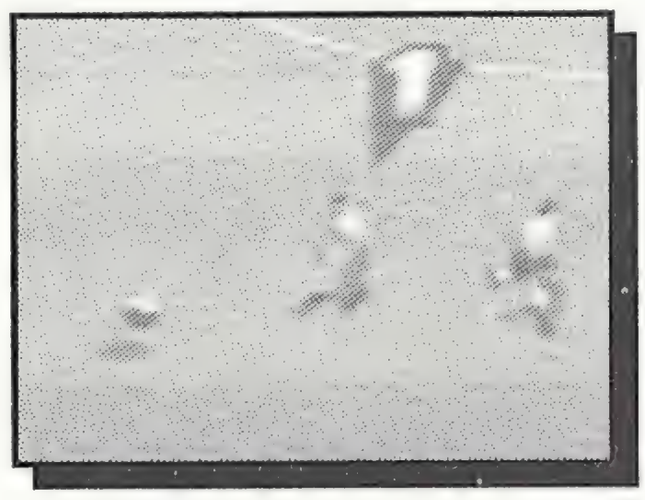
Important: Use the D-Pad to guide all kicks (except for Centering).

Shot



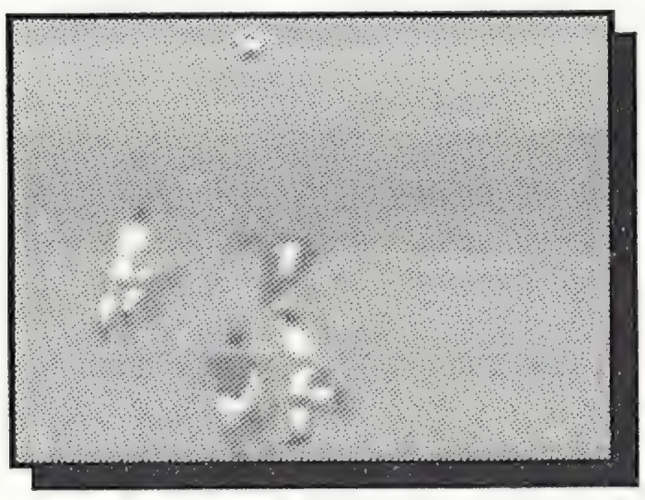
To take a hard kick at the goal press Button A. It can also be used for Centering when at a distance from the goal.

Pass



Press Button B to pass the ball short distances. Press the D-Pad in any direction to direct your passes.

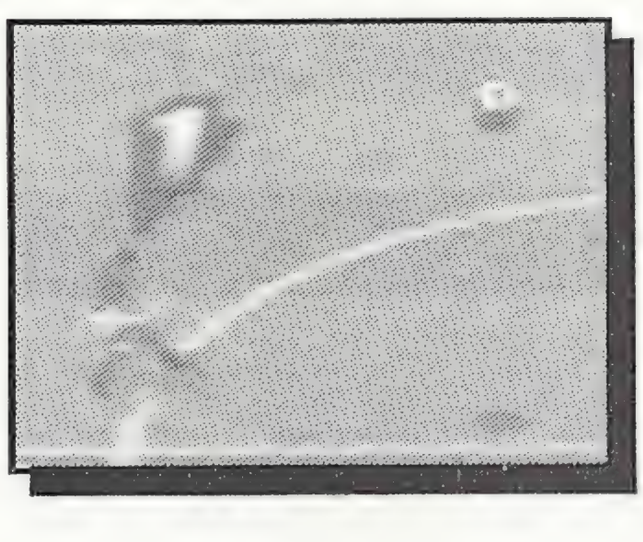
Centering



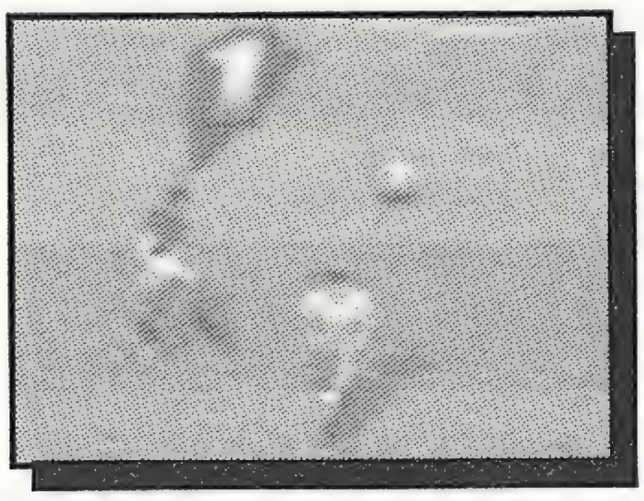
Press the Centering Button (see pages 5-6) to send an overhead pass up the field. This is useful when clearing the ball away from your own goal and/or getting the ball up the field in a hurry. The D-Pad is not used to guide the ball, as the ball always travels forward.

Lob

Send a lob over the heads of your opponents to reach another player by pressing the Lob Button (see pages 5-6). This is a kick like Centering, but travels slower and the direction can be set with the D-Pad.



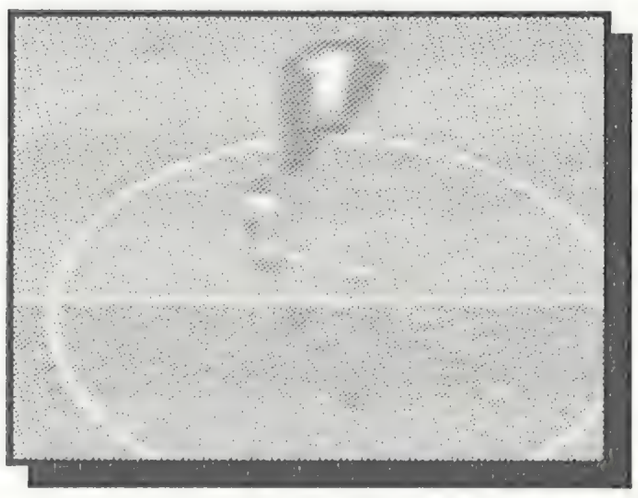
Chip Kick



The Chip Kick is useful to send the ball over the head of a single opponent. Press the Chip Kick Button to do this move (see page 5).

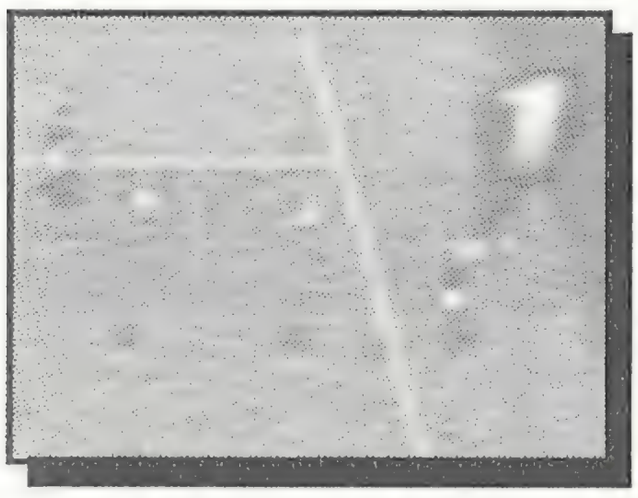
Special Plays

Free Kick



These are awarded to you when a member of the other team is penalized (outside of the opponent's penalty box). Press the D-Pad LEFT or RIGHT to set the direction of the kick, and press Button A for a long kick, or Button B for a pass.

Throw-in



Throw the ball back into play if a member of the other team kicks the ball out of bounds. Press the D-Pad LEFT or RIGHT to set the direction of the throw as in Free Kick and press Button A for a long throw, or Button B for a short throw.

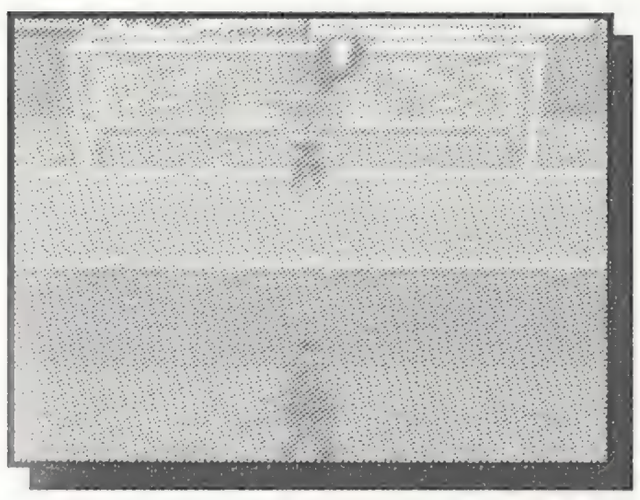
Corner Kick

Take a corner kick if a defender kicks the ball out of play at your opponent's end of the field. Set and take the kick as you would for a free kick.

Goal Kick

If one your opponent's players knocks the ball out of bounds at your end of the field, you are given a goal kick. Set up and do a goal kick as you would a free kick.

Penalty Kick



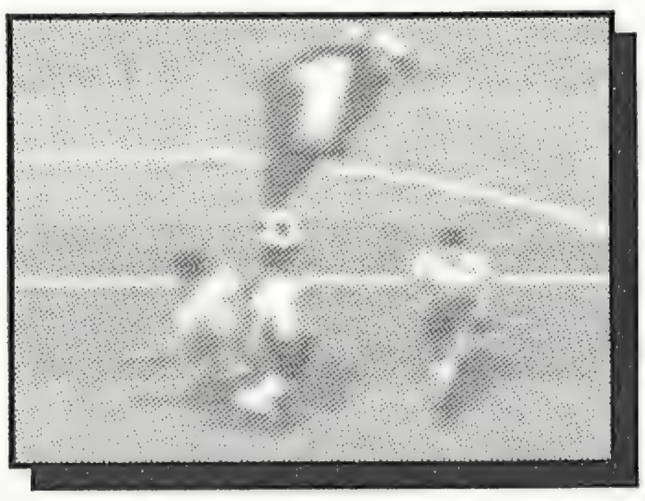
If one of the opponent's players commits a foul in the opponent's penalty box, you are awarded one penalty kick. A penalty shoot out also occurs at the end of a match if the match is still tied. See *Penalty Shoot Out*, pages 17, for more on penalty kicks.

Defense

Field Players

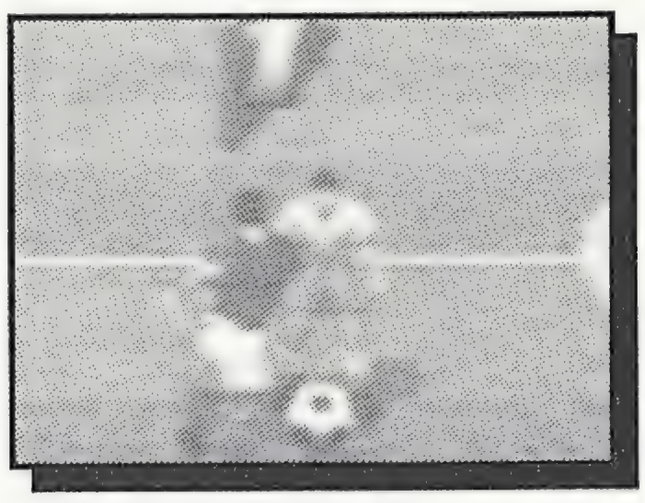
All of your players (except the keeper) can perform two moves to steal the ball.

Sliding Tackle



Your player performs a sliding tackle by pressing Button A. Be careful, because a sliding tackle from behind or from the side may lead to a penalty.

Shoulder Charge

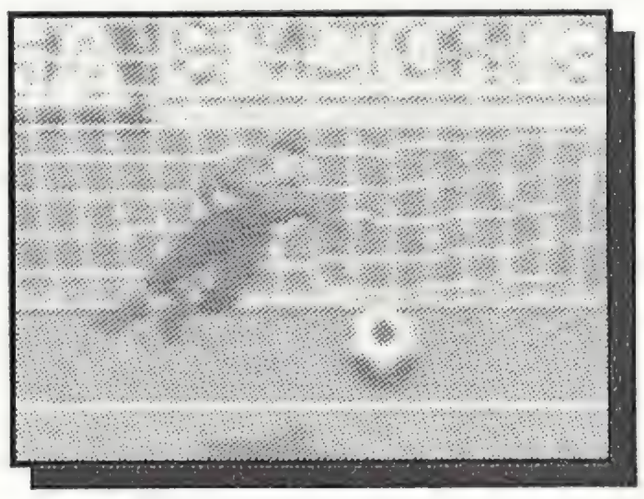


Your player takes control of the ball if he can successfully push the opposing player away from the ball. Press Button B to perform this move.

Keeper

Press Button Z to take control of your keeper.

To block shots, press Button A or B and the D-Pad in the direction desired simultaneously.



When your keeper gains control of the ball, press Button A for a long kick up the field or Button B for a pass. Long kicks can be directed with the D-Pad. Passes always travel forward toward the nearest player.

When MANUAL is selected for the KEEPER option on the Strategy screen, the keeper still responds to shots if you don't direct him.

Note: If AUTO is selected for the KEEPER option on the Strategy screen, pressing Button Z has no effect.

Important: Refer to page 17 to learn how to use a keeper during penalty kicks.

Fouls and Cards

Players who commit dangerous plays (such as slide tackling the opposing team's player, not the ball) are penalized. Teams are awarded free kicks if an opposing team member commits a minor foul.

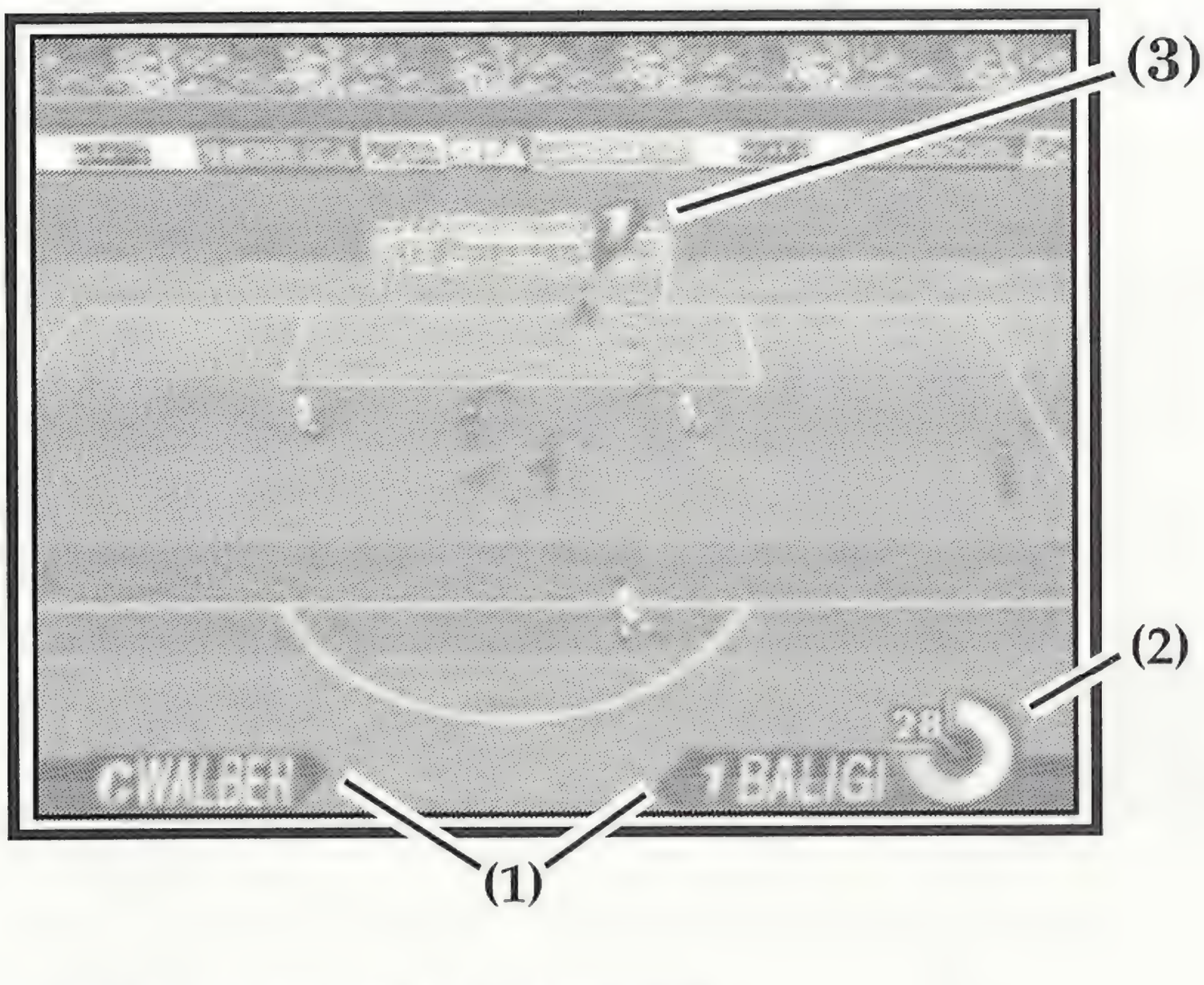
However, for a more serious foul, a team member will receive a Yellow Card "warning", and the opposing team is awarded a free kick. Should that player receive another Yellow Card, he is ejected from the game. The team must continue play without a replacement.

If a player receives a Red Card, he is ejected immediately, and no replacement is allowed. The opposing team is awarded a free kick.

Note: Should a foul be committed by a team member in his team's own penalty box, a penalty kick ensues (see page 21).

Game Screens

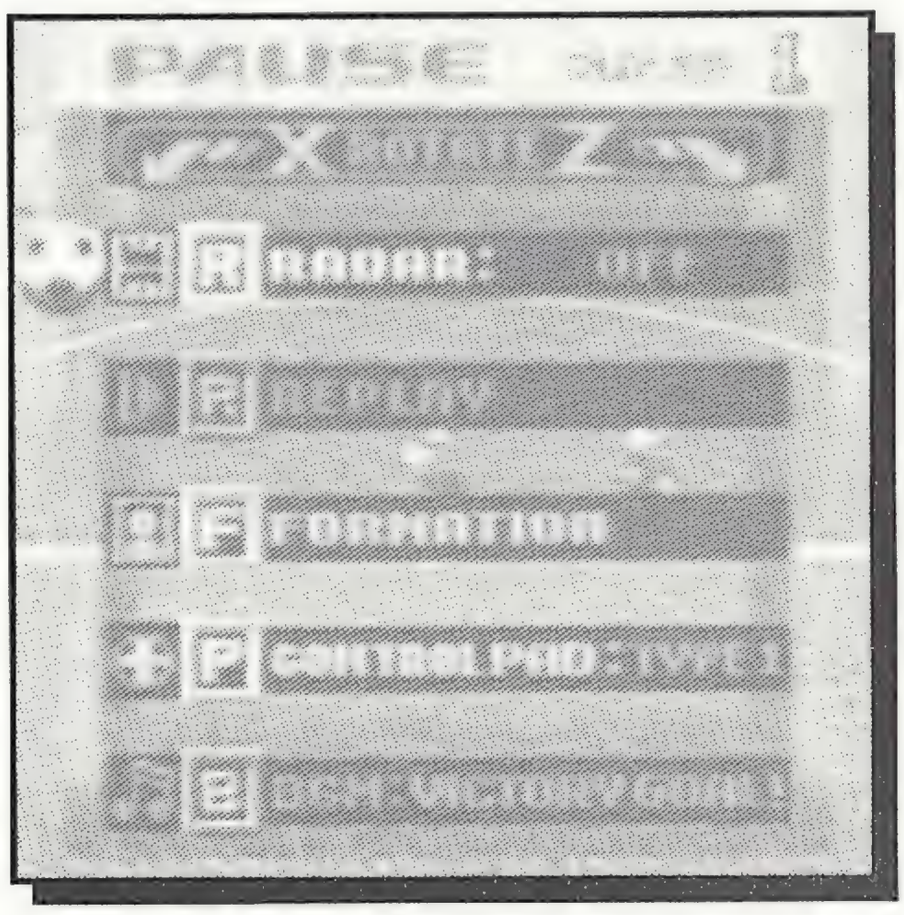
The Soccer Field



(1) Currently controlled players
(2) Time Clock
(3) Highlight Marker

Note: The Time Clock counts up to 45 "computer" minutes during a half. The length of the match is selected in the Options screen.

Pause Screen (Dead Ball)



When the ball is out-of-play, this screen appears if you press Start. Press the D-Pad UP or DOWN to highlight an option, and LEFT or RIGHT to change a setting.

ROTATE	Press Button X or Y to rotate the view of the game.
RADAR	Brings up a small map on the soccer field of all the players' locations. This is helpful for beginning players to get used to the game. Select either ON or OFF.
REPLAY	Press Button A or C or Start to access this feature.

On the Replay screen, you can view any portion of the field during the last play.

Button A	Replays the last play in reverse.
Button B	Replays the last play.
Button C	Press once to advance one frame of the replay. Press and hold for a slow-motion replay.
Button X or Z	Changes the viewing angle.
Button Y	Each time this is pressed, the screen shows the area around one of your other players. You can use the buttons above to see what each player was doing during the Replay.
Start	Returns to the Pause screen.
FORMATION	Brings up the Strategy screen (see pages 9-11).
CONTROL PAD	Press the D-Pad LEFT or RIGHT to change the Control Pad Configuration. For a description of each configuration see *Options screen,* pages 5-6.
BGM	Change the background music to be played during a match. Press the D-Pad LEFT or RIGHT to select a track.

Pause Screen (In Play)

Pressing Start while a match is being played accesses this screen. The ROTATE, RADAR and REPLAY features can be accesses as in Pause Screen (Dead Ball).

From the Coach

At the Beginning

- When first learning to play, use the following settings to help you become familiar with the game:

  EASY setting on the LEVEL option (page 5).
  NORMAL setting on the TACTICS option of the Strategy screen (page 9).
  AUTO setting on the KEEPER option of the Strategy screen (page 10).
  ON on the RADAR option of Pause screen (Dead Ball) (page 25).

On Offense

- Keep the ball moving. Stop and you are an easy target for an opponent's slide tackle or shoulder charge.

- Long kicks can be useful, but you can still get the ball up the field quickly with accurate passing. What's more, you are in control of the ball.

- Don't hesitste to bring in reserves or change the starting line-up of your players. Experiment to find out which line-ups work best for you.

- Always go for a second kick if the keeper blocks your shot. Often the keeper is knocked to the ground by the first one and the goal is wide open.

On Defense

- Attack with your defense to get the ball away from the offense. Drawing back and letting your opponent take on the keeper could be costly.

- Pass the ball back to the defense if needed. These players can be used to give you time to set up an offensive attack.

The Record Book

Player(s)	Team Name	Player(s)	Team Name	Score

Credits

Production

Producer: Wallace Poulter & Gerald DeYoung
Executive Producer: Wayne Townsend
Lead Test: Terry Thomas
Assistant Lead:
Testers:

Marketing

Product Manager: Craig Ostrander
Manual: Marc Sherrod

Sega Sports

Mike Meischeid, Chris Smith,
Scott Rohde, Chris Cutliff,
Rosie Freeman, Kelly Ryan

Special Thanks

Joe Miller, Mike Latham,
Dave Albert, Dave Nulty,
Paul Chapman, Peter Jones,
Jenny Martin, Noel Puldio,
Jef Feldman, Willie Mancero,
Mike Weiner, Blair Bullock,
Mark Lindstrom, James Spahn
and Nemer Velasquez

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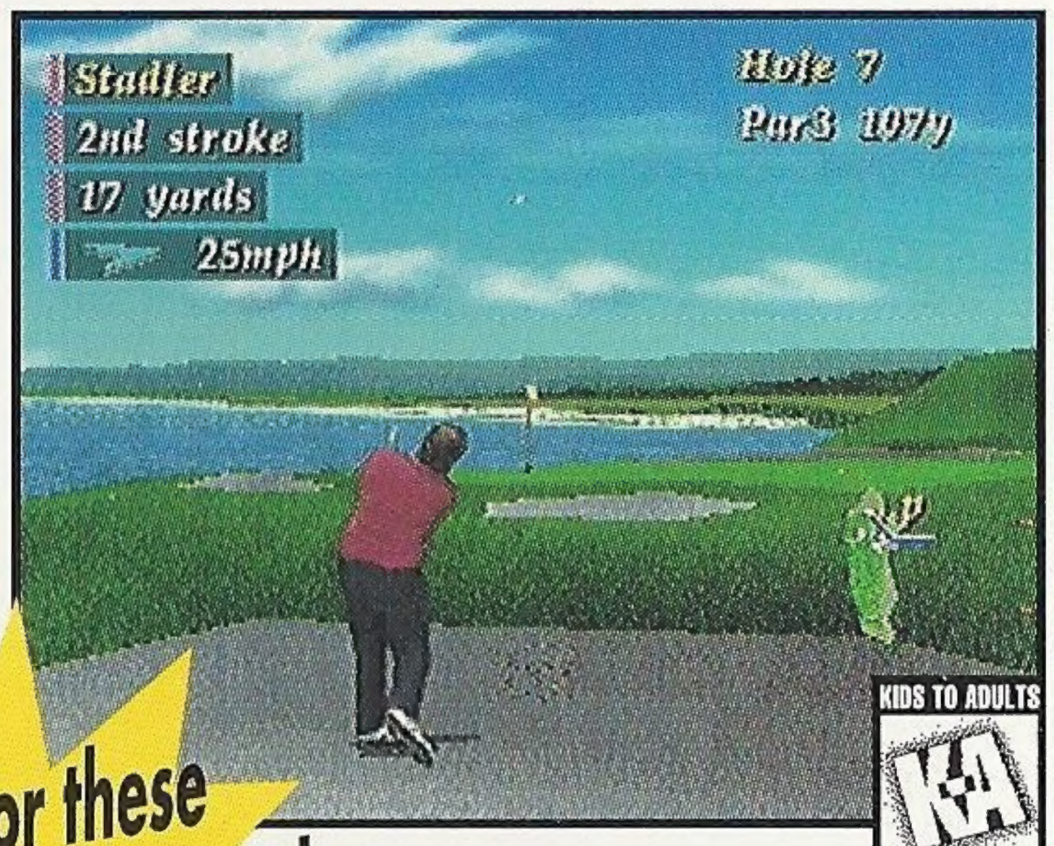

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